

# Phobos Falling Reference Guide



# Dragon Phoenix Games



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## Scenarios

### Scenario 1A: All Life Support Functional

<b>Systems Out</b>	<b>Torpedo, Science, Mass Mover, Fab, Shuttle Eng, Shuttle Nav</b>
<b>Power Out</b>	<b>Aux Pwr, Aux Con, Hub 2, Cargo 1</b>
<b>Access Blocked</b>	<b>Core LS, Security, Cargo 2, Hydro, Shuttle Bay</b>

### Scenario 2A: Ring 1 Life Support out

<b>Systems Out</b>	<b>Torpedo, Hub 1, Aux Con, Ring 1 LS, Shuttle Eng</b>
<b>Power Out</b>	<b>Aux Pwr, Science, Cargo 1, Hydro</b>
<b>Access Blocked</b>	<b>Bridge, Ring 1 LS, Engineering, Cargo 2, Shuttle Bay</b>

### Scenario 3A: Ring 2 Life Support out

<b>Systems Out</b>	<b>Aux Pwr, Hub 1, Ring 2 LS, Fusion Beam, Tractor</b>
<b>Power Out</b>	<b>Mass Mover, Hub 2, Shuttle, Aux Pwr</b>
<b>Access Blocked</b>	<b>Core LS, Science, Cargo 2, Hydro</b>

### Scenario 4A: Core Life Support out

<b>Systems Out</b>	<b>Core Ls, Aux Pwr, Medical, Engineering, Shuttle, Shuttle Eng.</b>
<b>Power Out</b>	<b>Bridge, Cargo 1, Hydro, Shuttle Bay</b>
<b>Access Blocked</b>	<b>Bridge, Security, Ring 1 LS, Aux Con, Cargo 2</b>

### Scenario 5A: Ring 1 Life Support & Ring 2 Life Support out

<b>Systems Out</b>	<b>Torpedo, Hub 1, Ring 1 LS, Security, Mass Mover</b>
<b>Power Out</b>	<b>Bridge, Ring 2 LS, Cargo 1, Cargo 2</b>
<b>Access Blocked</b>	<b>Core LS, Aux Pwr, Ring 2 LS, Cargo 1, Cargo 2</b>

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## Scenario 6A: Ring 2 Life Support & Core Life Support out

<b>Systems Out</b>	Science, Ring 2 LS, Engineering, Shuttle Eng, Shuttle LS, Aux Pwr
<b>Power Out</b>	Core LS, Aux Pwr, Hub 2, Ring 2 LS
<b>Access Blocked</b>	Core LS, Bridge, Hub 1, Engineering, Shuttle Bay

## Scenario 7A: Ring 1 Life Support and Core Life Support out

<b>Systems Out</b>	Bridge, Tractor, Hub 1, Ring 1 LS, Mass Mover, Fab Station
<b>Power Out</b>	Core LS, Ring 1 LS, Engineering, Cargo 2, Hydro
<b>Access Blocked</b>	Aux Pwr, Engineering, Cargo 1, Cargo 2, Shuttle Bay

## Scenario 1B: All Life Support Functional – Expert

<b>Systems Out</b>	Solar Power, Torpedo, Aux Con, Grav Sys 1, Science Sys, Engineering
<b>Power Out</b>	Mass Mover, Cargo 1, Cargo 2, Shuttle Bay, Hydroponics
<b>Access Blocked</b>	Bridge, Security, Ring 2 LS, Cargo 2, Shuttle Bay

## Scenario 2B: Ring 1 Life Support out – Expert

<b>Systems Out</b>	Ring 1 LS, External Stabilizer, Torpedo, Mass Mover, Fabricator, Tractor
<b>Power Out</b>	Hub 1, Engineering, Cargo 2, Mass Mover, Auxiliary Control
<b>Access Blocked</b>	Security, Ring 1 LS, Bridge, Cargo 1, Shuttle Bay

## Scenario 3B: Ring 2 Life Support out – Expert

<b>Systems Out</b>	Stabilizer, Solar Power, Fusion Beam, Torpedo, Bridge, Ring 2 LS
<b>Power Out</b>	Aux Pwr, Aux Con, Hub2, Cargo 1, Shuttle
<b>Access Blocked</b>	Ring 2 LS, Cargo 1, Cargo 2, Hydro, Shuttle Bay

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## Scenario 4B: Core Life Support out – Expert

<b>Systems Out</b>	<b>Fusion Beam, Torpedo, Core LS, Bridge, Tractor, Hub 1</b>
<b>Power Out</b>	<b>Core LS, Aux Con, Hub 2, Mass Mover, Shuttle Bay</b>
<b>Access Blocked</b>	<b>Core LS, Bridge, Hub 1, Hub 2, Engineering</b>

## Scenario 5B: Ring 1 Life Support & Ring 2 Life Support out – Expert

<b>Systems Out</b>	<b>Torpedo, Fusion Beam, Tractor, Hub 1, Security, Engineering</b>
<b>Power Out</b>	<b>Hub 1, Security, Ring 1 LS, Ring 2 LS, Engineering</b>
<b>Access Blocked</b>	<b>Hub 1, Ring 1 LS, Ring 2, LS, Mass Mover, Shuttle Bay</b>

## Scenario 6B: Ring 2 Life Support & Core Life Support out – Expert

<b>Systems Out</b>	<b>Stabilizer, Solar Panel, Torpedo, Fusion Beam, Core LS, Engineering</b>
<b>Power Out</b>	<b>Core LS, Bridge, Ring 2 LS, Engineering, Shuttle Bay</b>
<b>Access Blocked</b>	<b>Core LS, Bridge, Ring 1 LS, Ring 2 LS, Engineering</b>

## Scenario 7B: Ring 1 Life Support and Core Life Support out – Expert

<b>Systems Out</b>	<b>Core LS, Solar Panel, Fusion Beam, Bridge, Ring 1 LS, Mass Mover</b>
<b>Power Out</b>	<b>Aux Power, Security, Hub 2, Engineering, Cargo 1</b>
<b>Access Blocked</b>	<b>Bridge, Hub 1, Science, Engineering, Cargo 2</b>

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## Appendix

### The Officers

Officers can have specialties, active abilities, and/or passive abilities. These are defined as follows:

**Specialties:** This relates only to drawing cards from the specialty decks and only be used by the player on their turn and cannot be borrowed by Bash with his ability to “borrow” abilities.

**Active Abilities:** An active ability can be used by the player only on their turn. These abilities can be borrowed by Bash.

**Passive Abilities:** A passive ability can be used during the player’s turn or anytime the player is in combat or the ability is triggered by an event.

Officers abilities always supersede other rules

Any officers can “Clear Access” by starting and ending their turn in a blocked zone and doing NOTHING else for their turn.

#### The Commander – Portia “Rush” Ruschler or Bjorn “The Baron” von Richthofen



Starts on the Bridge

Draws startup cards from any specialty deck(s)

**Specialization:** Can select the (one) top card from a used card pile OR draw cards (maximum of two) from a draw pile.

**Active Ability:** Can use Auxiliary Control to draw a maximum two Bridge System cards

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**Passive Ability:** Once per turn can summon any other character to her side, subject to normal movement restrictions.

## First Officer – Sebastian “Bash” Brand or Hannah “The Whip” Whipple



Starts on the Bridge

Draws startup cards from any specialty deck(s)

**Specialization:** Can draw a maximum of three cards from any deck if in the deck location

**Active Ability:** Can use Auxiliary Control to draw a maximum of two Bridge cards

**Active Ability:** Once per turn can use another character's primary (non-card drawing) ability if in the same zone with that character.

## Science Officer – Evangeline “Angel” Foster or Nick “Sparks” Tesla



Starts in the Science Lab

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Draws first two starting cards from Science Lab

**Specialization:** Can draw a maximum of 3 cards from Science Lab

**Active Ability:** Can cancel any event she draws by discarding any three cards. Cannot acquire cards from another officer AFTER the event is drawn in order to cancel the event.

**Passive Ability:** Can cancel any event another officer draws by discarding four cards. Cannot acquire cards from another officer AFTER the event is drawn in order to cancel the event.

## Helmsman – Sidney “Stars” Starling or Jonathan “Hawk” Hawking



Starts on the Bridge

Draws first two starting cards from the Bridge

**Specialization:** Can draw a maximum of 3 cards from the Bridge

**Active Ability:** Can draw a maximum of 2 bridge cards from Aux Con

**Active Ability:** Can reposition a force field from the Bridge or Aux Con

**Passive Ability:** Can cancel a Pirate event with a *Fusion Beam* or *Torpedo* card and only puts the card in the “used” card pile

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Operations Officer – Sheldon “Newt” Newton or Elisha “Robin” Robinson



Starts on the Bridge

Draws first two starting cards from the Bridge

**Specialization:** Can draw a maximum of 3 cards from the Bridge

**Active Ability:** Can draw a maximum of 2 bridge cards from Aux Con

**Active Ability:** Can reposition a force field from the Bridge or Aux Con

**Active Ability:** Can place two force fields with one force field card

Chief Engineer – Patrick “Paddy” O’Malley or Samantha “Gears” Rogers



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Starts in Engineering

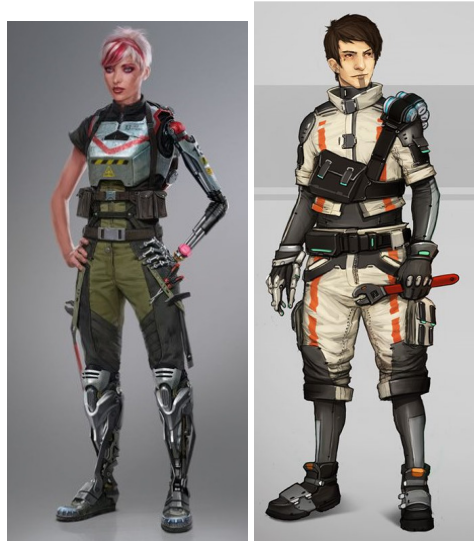
Draws first two starting cards from Engineering

**Specialization:** Can draw a maximum of 3 cards from Engineering

**Active Ability:** Can use the Fab System

**Active Ability:** Can repair one system or restore one power per turn without a card

## Mass Mover Chief – Catherine “Kit” Katchovsky or Barry “Bam Bam” Melbum



Starts in the Mass Mover room

Draws first two starting cards from Engineering

**Specialization:** Can draw a maximum of 3 cards from Engineering

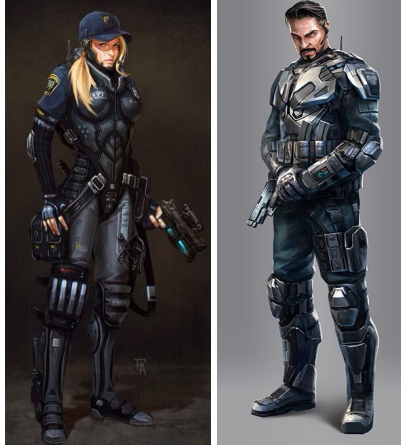
**Active Ability:** Can restore one power per turn without a card

**Active Ability:** Can perform one site-to-site transport of a character or card once per turn (if the mass mover is functional and has power). This means moving from any one zone to any other without ever being in the Mass Mover room)



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## Security Chief – Terry “Taze” Taylor or Rick “Brick” Brewer



Starts in Security

Draws first two starting cards from Security

**Specialization:** Can draw a maximum of 3 cards from Security

**Active Ability:** Can clear access in one zone per turn without a *Clear Access* card

**Passive Ability:** Can double one *Security Detail* card per turn without a card

## Marine Commander – Richard “Rock” Rockler or Blair “Blaze” Blaise



Starts in Security

Draws first two starting cards from Security

**Specialization:** Can draw a maximum of 3 cards from Security

**Passive Ability:** Has one extra strength point in combat

**Passive Ability:** Gets two combat points from a Weapon

**Passive Ability:** Gets two combat points from an Exoskeleton

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Quartermaster – Gordon “Box” Boxter or Louise “Weasel” Elder



Starts anywhere on the station that he wants

Draws starting cards from any location he wants (including cargo and hydroponics)

**Specialization:** Can always draw two cards from any location with cards even when the station is on battery power or when the relevant hub is not rotating, but the system must be operational and the zone's power must be on.

**Active Ability:** When drawing Cargo or Hydroponics cards, for each draw, he can draw two, keep one, and discard the other.

## System Stations

**Airlock** – Characters attempting to go outside the station to work on external systems may go outside through this Airlock. Because atmosphere must be vented or restored when passing through the airlock it takes an extra turn to pass through the airlock. Thus an officer must always stop when passing through the Airlock rather than passing straight through. Characters passing through the Airlock must have a spacesuit or exoskeleton.

**Auxiliary Control System** – Can be used to draw one Bridge card, to use the Fusion Beam (if functional and on main power), the Torpedo (if functional and on main power), or to place or drop Force Fields.

**Bridge System** – Can be used to draw a maximum of three Bridge cards (based on character limit), to use the Fusion Beam (if functional and on main power), the Torpedo (if functional and on main power), the Tractor Beam (if functional and on main power), or to place or drop Force Fields.

**Core Life Support** – Provides Life support to: Core Life Support, Bridge, Aux Power, Hub #1, Hub #2, Engineering, Cargo Bays 1 and 2, Hydroponics, and Shuttle Bay.

**Engineering System** – Can be used to draw a maximum of three Engineering cards (based on character limit).

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**Fab Station** – Can be used to convert *Cryo Systems* into *Cryo Tubes* so that they can be used on the shuttle.

**Fusion Beam** – Can be used by any character on the Bridge or in Aux Control to cancel a *Boarding Party* event card. When a *Fusion Beam* card is used, it is removed from the game, not placed in the used card pile. Can also be used to delay an asteroid for one round, after which it is removed from the game. Canceling a *Boarding Party* DOES NOT cancel the “Draw another card” instruction if the *Boarding Party* card has that on the card.

**Mass Mover** – A player in the Mass Mover can (if the system is functional and has power) either a) transport a character or card from the Mass Mover room to any other zone on the ship, including the external portion of the ship where the Fusion Beam and other systems are located, or b) transport a character or card from anywhere into the Mass Mover room. Although the Mass Mover system and power must be operational to use the Mass Mover, the Anti-Gravity (Hub #2 system and power) do not need to be functional.

**Medical System** – Can be used along with a *Heal* card to heal an injured character. Can be used along with a *Revive* card to restore a dead character to the injured state.

**Ring 1 Life Support** – Provides Life support to: Ring 1 Life support, Security, and Aux Control

**Ring 2 Life Support** – Provides Life support to: Ring 2 Life support, Science Lab, and Mass Mover

**Science System** – Can be used to draw a maximum of three Science systems cards (based on character limit).

**Security System** – Can be used to draw a maximum of three Security cards (based on character limit).

**Torpedo** – Can be used by any character on the Bridge or in Aux Control to cancel a *Boarding Party* or *Internal or External Systems Attack* card event card. When a *Torpedo* card is used, it is removed from the game, not placed in the used card pile. Can also be used to divert an asteroid safely past the ship. Canceling a *Boarding Party* DOES NOT cancel the “Draw another card” instruction if the *Boarding Party* card has that on the card.

**Tractor Beam** -- Can be used by any character on the Bridge to delay a *Boarding Party* event card. The players must decide whether to use a tractor beam before determining how many pirates are on the boarding party or in which zone they will enter the station.

When a *Tractor Beam* card is used, it is removed from the game, not placed in the used card pile. Can also be used to delay an asteroid for one round. Delaying a *Boarding Party* DOES NOT cancel or delay the “Draw another card” instruction if the *Boarding Party* card has that on the card. There is only one tractor beam, so only one thing can be held by the tractor beam at a time, even if the characters have multiple tractor beam cards. The hold of the tractor beam lasts one full round (until the end of the officer’s turn on whose turn it was engaged on the round following the round it was engaged).

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## Events

If the officer's name appears on the event card, ignore the event and place it on the event discard pile. If the words "Draw Another Card" appear on the bottom, then draw another card even if the top portion of the card was negated based on the officer's name on the card causing the main portion of the event to be negated.

If the event refers to Cataclysm Stage, then the provided indicator is interpreted as follows:

The stage number is implied as shown in the example below. For example, in stage 1 the number is 2, in stage 2 the number is 4 and in stage 3 the number is 5 etc. If the Cataclysm Stage goes beyond 5, keep using the number for stage 5.

Number                      **2/4/5/6/8**

For any event that occurs in a random location, draw a token from the bag of location tokens. If multiple locations are needed, draw as many as needed and then return them all to the bag at once.

If the card says "one time use" or "remove after xth time", then set it aside if directed. After the first time through the deck, add two more "special" events, and reshuffle. After each additional time through the event deck, add the two more "specials", until there are no more specials to add. Always reshuffle after each time through the Event deck.

1. Artificial Gravity Failure – Use a die to randomly select Ring 1 or Ring 2 to have an Artificial Gravity Failure. If this system is already failed, then there is no effect. Both the system and the power for that hub is knocked out.
2. Asteroid – An asteroid will destroy the station if not deflected or destroyed within three turns from when this card was drawn. A torpedo destroys the asteroid, a tractor beam delays the asteroid one turn, and the fusion beam damages the asteroid and delays it one turn. Two hits with the fusion beam destroys it.
3. Computer System Attacked by Pirates – All systems (except life support that was already functional) in and external to the station do not function for one full round (until this officer's next turn). The saved technical data is reduced to zero.
4. Computer Reset – All computer tech points saved in Technical Data section of the Bridge are lost and the counter is reset to zero.
5. Cosmic Radiation Burst – Officers must immediately move to a safe zone or be injured or killed (if already wounded) unless they activate or have on a personal force field. Safe zones are: Engineering, Security, Science Lab, Bridge, Shuttle Bay, and Hydroponics.
6. Explosion – Use the zone markers to determine a zone. All systems, power, and access are damaged in this and two adjacent zones. Players choose adjacent zones. The explosion path will follow the weakest path i.e. no force fields. An officer in one of these zones is wounded unless they have an *Exoskeleton* or activate a *Personal Force Field*. An already wounded officer is killed.

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7. Fire – Use the zone markers to determine the zones. The power goes out in the zones. Place a fire marker in each zone that is on fire. Do not select the same zone more than once for the spreading fire. Vacuum will halt a fire, whether from depressurization or failed life support. If a fire is spreading and there are zones adjacent that are not in vacuum, then the potential spread of fire must be in one of these directions. Other than this, the players can choose which direction the fire spreads.

Officers in a fire zone must immediately move to safety by the shortest path. No officers may enter or pass through a fire zone without an *Exoskeleton* or *Personal Force Field*. Place the Fire event in front of the player who drew it. When that officer finishes their turn on the next round, the fires will be extinguished and the fire markers can be removed.

8. Micrometeorites Cause Depressurization – Determine how many zones lose pressure due to a micro-meteor shower using the cataclysm stage indicator on the Event Card and use the damage markers to determine which ones. Place a depressurized marker on the zone and change the access to “blocked”. Officers in one of these zones is wounded unless they have an *Exoskeleton* or activate a *Personal Force Field*. An already wounded officer is killed. Any officer in a depressurized zone is then immediately moved to safety. The zone cannot be entered or passed through without a spacesuit. An officer in a spacesuit can fix a zone that they are in with a repair card, or an engineer in a space suit can fix it without a repair card. Does not affect force fields. Depressurized zones stop fires. If repairing, no other cards can be played except *Jefferies Tube*.
9. No Event – Self-explanatory. Remove card from play if instructed.
10. Power loss in one zone – Use the zone markers to determine one zone to lose power. If it is already without power, then no effect.
11. Power loss in multiple zones – Same as above but select a zone and then a number of adjacent zones based on the Cataclysm stage. Players choose adjacent zones. The players must select a zone that DOES have power if possible.
12. Station Boarded – If the players have the ability, they can use a *Tractor Beam*, *Fusion Beam*, or *Torpedo* on the pirates before a location is determined. These can only be used at this point in the event. If these systems are not used when the event is drawn, they may not be used at a later time. A fusion beam or torpedo will destroy the pirate ship. If the event card says to draw another card, you still do so even if the pirate event was stopped. If the tractor is used, then the pirates will be delayed one round. Determine the location of the boarding after determining whether the tractor beam will be used. If the location of the boarding party has a Force Field around it, then the pirates are delayed until they can take the force field down, which is the action they will take when it is their turn. See the section on **Boarding Parties**.
13. Station Exterior Attacked – Treated like Boarding party except that the location will be the external systems area of the station. The Stabilizers, Solar Panels, Torpedo, and Fusion Beam will be damaged by the pirates, in that order, on their successive turns.
14. Station Interior attacked – Treated like Boarding party except as follows: After determining location, roll a die to determine how many adjacent zones are attacked based on the Cataclysm

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stage. For each zone, if there are functional systems then they are damaged. If not, then the power is knocked out. If it was already out then the access is blocked. If it was already blocked then no effect. If the zone is protected by a Force Field, then only the force field is knocked out.

15. Solar Flare – The Bridge system and power are knocked out and all data is lost from the Technical Data track.

## Specialty Cards

Unless otherwise stated, all specialty cards must be discarded to the discard pile associated with its specialty deck after use.

1. Ambush – When this card is played in combat, all *Security Detail* cards count double during this combat.
2. Cryo Systems – Can be taken to engineering and used with the Fab Station to make a *Cryogenic Tubes* module for the shuttle.
3. Exoskeleton – Can be used in combat. Not lost if the battle is won. An officer can only use one *Exoskeleton* and it will be equipped so that it no longer counts against hand limits. An exoskeleton also functions as a spacesuit. Must be equipped to use. Do not discard after use unless the battle was lost.
4. Field Medikit – Can be used in combat to increase combat level by one.
5. Force Field – Can be erected in any zone on the ship that has power. An officer must be on the Bridge, Auxiliary Control, Engineering, or Security to use this card. See movement restrictions for the effects. Affects pirates only, not crewmen. Only an Operations Officer or Helmsman may reposition a Force Field once it has been placed.
6. Fusion Beam – Destroy a pirate ship before boarding . This card is then removed from the game unless used by Stars or Hawk. Can also be used against an asteroid (see **Events**). Main power must be on to use or Aux Pwr, but in the latter case one point of Aux Pwr must be expended to use the *Fusion Beam*.
7. Heal Wound – Can be used to heal a wounded officer.
8. Jefferies Tube – An officer may use this card to immediately move to any zone internal to the ship (not the Airlock). Can be played anytime during the player's turn.
9. Personal Force Field – When activated, a personal force field will protect the user from attack for one round. At the end of the round (the next time it is this officer's turn) it must be discarded. The officer counts as two points in combat and cannot be injured. The *Personal Force Field* also allows the officer to enter vacuum (no life support or depressurized zone) and the officer is also protected from cosmic radiation.

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10. Repair Droid – A *Repair Droid* can either repair a system or restore power to one zone (including external repairs). Once given its instruction, the droid will go to the appropriate location and accomplish the repair without the presence of the officer that gave it the instruction.
11. Repair System – Repair a system (not power).
12. Restore Power – Restore power in one zone.
13. Revive – Can be used by an officer along with the Medical System to bring back a dead officer. Once revived, the officer is still wounded.
14. Scavenge Engine – Allows the player to steal a *Singularity Engine* from a pirate ship, after defeating the pirates on the pirate ship. See the section on *Scavenge Engine*.
15. Security Bypass– Unblock access to a section.
16. Security Detail – Security personnel that are used to help repel pirate boarding parties.
17. Security Robot– Can be placed in a zone and is capable of defeating three pirates per turn even while unattended. If four or more pirates attack, the robot is destroyed along with three pirates. Once deployed, the Security Robot must stay in the zone in which it was placed.
18. Space Suit – Allows the officer to survive in space or a depressurized area or an area with failed Life Support. An officer can only use one spacesuit and will equip it so that it no longer counts against hand limits. Must be equipped to use. Do not discard after use.
19. Stabilize Power – If a zone has the power working, then this card will stabilize it so that a *Power Loss* event card will not cause it to lose power. Place a Stabilized Power marker on the zone to mark it stabilized. An event causing power loss in a zone with stabilized power card will lose its stabilized power status, but will retain power unless another power loss is directed at that zone.
20. Stim Pack – Can be used to double the combat value of one *Security Detail* card.
21. Teamup – Allows an officer to take another officer along with him on his move to assist in combat or to call an officer to join him.
22. Technical Data– Use these cards to increase the Technical Data status on the Bridge. Refer to the section on **Technical Data**.
23. Torpedo– When a Pirate Attack or *Station Boarded* event occurs, this card can be played by an officer on the Bridge to cancel the event. Can also be used to destroy an asteroid. (see **Events**) This card is then removed from the game. Main power or Aux Pwr must be on to use, but in the latter case one point of Aux Pwr fuel must be expended to use the **Torpedo**.
24. Utility Belt – Allows the officer to hold three extra cards in his hand. One *Utility Belt* can be equipped by each officer and will thus not count against the hand limit. Must be equipped to use. Never needs to be discarded.
25. Weapon– Can be used in combat. Not lost if the battle is won. Each officer can only use one weapon. Do not discard after use unless the battle is lost.

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26. Tractor Beam – Holds pirate ship in place one turn before boarding. Officers can board pirate ship (with two extra pirates). Also usable to delay asteroid one turn. Main power must be on to use or Aux Pwr, but in the latter case one point of Aux Pwr must be expended to use the tractor beam.

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